

# Weekly Report (2017.12.11-2017.12.17)

TASK	DEADLINE	CURRENT PROGRESS
可视交互引擎论文	2017.12月底	目前进展：补充了国内外研究现状相关工作 计划：提高效率，多读论文
CG作业Z-buffer	2017.12.31	目前进展：还没有开始做 存在问题：对Z-buffer还不是很熟悉 计划：阅读z-buffer算法的API函数，思考如何实现区间扫描线z缓冲器算法
VR课程项目	2018.1月初	目前进展：安装学习了Unity with IOS 计划：学习 Unity with IOS 的3D图形渲染，实际进行开发实验

## Done

1. Paper writing.  
Add content to the research status at home and abroad.
2. Paper reading.  
StreetVizor: Visual Exploration of Human-Scale Urban Forms Based on Street Views.
3. Book reading.  
Tamara's Visualization Analysis & Design.

## TODO

1. Write paper.
2. Accomplish the Z-buffer assignment.